GAMER EXTRA

Halo Franchise Special

EXTRA GAMEPLAY

HALO

TIMELINE

Halo: Combat Evolved (2001)
Halo 2 (2004)
Halo 3 (2007)
Halo Wars (2009)
Halo 3: ODST (2009)
Halo: Reach (2010)
Halo 4 (2012)
Halo Spartan Assault (2013)
Halo: Spartan Strike (2015)
Halo 5: Guardians (2015)
Halo Wars 2 (2017)
Halo Infinite (2020)

Chronological Order

Halo Wars (2531)
Halo: Reach (2552)
Halo: Combat Evolved (2552)
Halo 2 (2552)
Halo 3: ODST (2552)
Halo 3 (2552-2553)
Halo: Spartan Assault (2554)
Halo 4 (2557)
Halo: Spartan Strike (2557)
Halo 5: Guardians (2558)
Halo Wars 2 (2559)
Halo Infinite (2560)

Halo Franchise Special

EXTRA

GAME

HALO

Halo: Combat Evolved

is a 2001 first-person shooter video game developed by Bungie and published by Microsoft Game Studios for the Xbox.

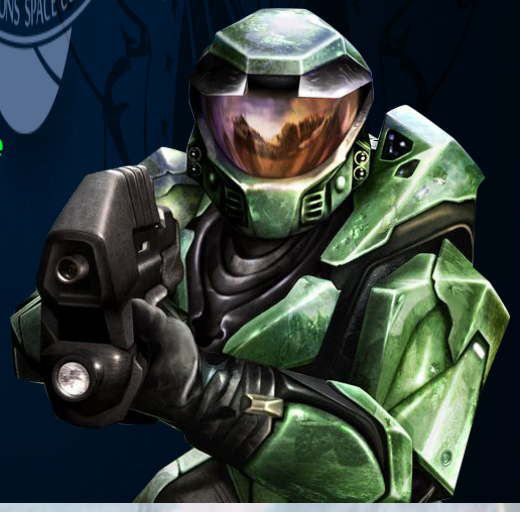
It was released as a launch game for Microsoft's Xbox video game console on November 15, 2001. Halo is set in the twenty-sixth century, with the player assuming the role of the Master Chief, a cybernetically enhanced super-soldier.

The Chief is accompanied by Cortana, an artificial intelligence. Players battle aliens as they attempt to uncover the secrets of the eponymous Halo, a ring-shaped artificial world.

Pillar of Autumn Halcyon-class UNSC Cruiser exits slip-space , carrying Cortana and John-117, aka Master Chief, is attacked by the Covenant and forced to crash-land on the ring that is Halo.

There, Chief fights Covenant forces and accidentally unleashes the Flood, an ancient species of parasitic organisms that feed on sentient life. Chief must find a way to contain the Flood outbreak without destroying humanity.

And now The Legend Begins Spartan John-117 The Master Chief…



Halo Franchise Special

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GAME

HALO

HALO 2

Halo 2 (2552)

Set shortly after the conclusion of Halo: Combat Evolved, Halo 2 tells two tales: the story of a Covenant Sangheili named Thel 'Vadam (aka The Arbiter) and the story of Master Chief`s continued fight against the Covenant and Flood.

The story takes place over roughly one month, with Chief and the Arbiter eventually coming together to fight for a common cause. The campaign introduces another Halo ring (Installation 05) and takes us to the series version of Earth, where the threat of a Covenant invasion looms. Halo 2's ending gives us Chief's legendary line: Sir, finishing this fight.

In addition to the Arbiter, Halo 2 introduces the Covenant (the Prophets of Truth, Mercy, and Regret) and Miranda Keyes, a commander in the UNSC Navy and the child of the aforementioned Jacob Keyes and the not-yet-introduced Dr. Catherine Halsey.

Halo Franchise Special

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Halo 3 (2552-2553)

The conclusion of the original Halo trilogy, Halo 3 follows Master Chief through the final months of the Human-Covenant War. Chief and the UNSC once again attempt to prevent the Covenant from firing the Halo Array, which would wipe out all sentient life within a 25,000-light year radius. The Flood, meanwhile, descends on Earth, introducing a second existential threat to humanity.

Our heroes deal with the threat, and Master Chief leaves us with another unforgettable sendoff as he enters a cryo-chamber aboard the ship Forward Unto Dawn: Wake me when you need me.

Halo Franchise Special

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Halo Franchise Special

Halo 3: ODST (2552)

HALO 3 ODST

The events of Halo 3: ODST run concurrently with those of Halo 2" specifically it begins after the Halo 2 mission Metropolis. ODST is set in New Mombasa, an early and vital battleground during the Covenants invasion of Earth.

The less-linear story centers around a group of six highly-trained Orbital Drop Shock Troopers (ODSTs), with the player controlling a character known as Rookie.

Rookie encounters Covenant forces within New Mombasa as he searches the city for his scattered squad mates.

Among those squad mates is Nathan Fillions Edward Buck, who returns in Halo 5: Guardians as a member of Fire team Osiris.

EXTRA

GAME

HALO

HALO REACH

Halo: Reach is a 2010 first-person shooter video game.

The fifth installment in the Halo series and a direct prequel to Halo: Combat Evolved.

Reach was released worldwide in September 2010. The game takes place in the year 2552, where humanity is locked in a war with the alien Covenant. Players control Noble Six, a member of an elite super soldier squad, when the human world known as Reach falls under Covenant attack.

Halo Franchise Special

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HALO

Halo: Spartan Assault (2554)

Halo: Spartan Assault is a spinoff game set between Halo 3 and 4. It`s one of two top-down shooters on this list alongside its sequel, Halo: Spartan Strike. Spartan Assault stars Spartan-IV soldiers Edward Davis and Sarah Palmer in a post-war skirmish against a Covenant faction led by Sangheili warlord Merg Vol. There's not much added to the overall narrative, though Palmer also appears in Halo 4, 5, and Infinite.

Halo Franchise Special

HALO

EXTRA GAMEPLAY

Halo Franchise Special

Halo 4 (2557)

Halo 4 is a pivotal game in both the series ongoing narrative and the story of its development: It begins the Reclaimer Saga and begins the series life under 343 Industries following original developer Bungie`s split from Microsoft.

Halo 4 picks up four years after the conclusion of Halo 3, when Cortana awakens Master Chief from the cryo sleep to deal with a Covenant threat. Halo 4 puts more emphasis on the relationship between Chief and Cortana, as the latter deals with the early stages of rampancy, a condition in which AI becomes dangerously unstable. The duo, meanwhile, face a new existential threat to humanity in the return of the Forerunners led by a new antagonist, the Didact. Chief explores yet another Halo ring, Installation 03.

We also get debut appearances from Cortana`s creator Dr. Catherin Halsey and a critical Forerunning being known as the Librarian.

EXTRA

GAMER

HALO

Halo: Spartan Strike (2557)

Halo: Spartan Strike begins concurrent to Halo 2 in 2552 before jumping to 2557. The narrative consequences of Spartan Strike on the ongoing Halo saga are minimal; the story follows a group of UNSC forces fighting the Covenant while tracking down a Forerunner artifact called the Conduit.

Halo Franchise Special

EXTRA

GAME

HALO

Halo: The Master Chief Collection

Halo: The Master Chief Collection is a compilation of first-person shooter video games in the Halo series.

The collection was released in November 2014 for the Xbox One, and later ported to Microsoft Windows and Xbox Series X/S.

The collection was developed by 343 Industries in partnership with other studios and was published by Xbox Game Studios.

The collection includes Halo: Combat Evolved Anniversary, Halo 2: Anniversary, Halo 3, Halo 3: ODST, Halo: Reach, and Halo 4.

Halo Franchise Special!

EXTRA

GAME

HALO

Each game in The Master Chief Collection received graphical upgrades. Halo 2 received a high-definition redesign of its video, audio and cut scenes to celebrate its tenth anniversary.

Xbox Series X|S release
An enhanced edition of the console version of the collection was released on November 17, 2020 for Xbox Series X|S. It features various graphical and game play improvements, including some features introduced with the PC release, such as the variable field of view and running at 120 FPS in both single player and multiplayer modes, with support for 4K resolution on Xbox Series Players can also cross-play between Xbox Series X|S and Xbox One.

Halo Franchise Special

EXTRA

GAME

HALO

Halo Franchise Special

Halo 5: Guardians (2558)

Considered the poorest of the Halo campaigns, Halo 5 commits the cardinal sin of moving the focus away from the series' beloved Master Chief in favor of Fire team Osiris led by Jameson Locke, a Spartan-IV super soldier tasked with locating the Chief and bringing him back to UNSC leadership.

The story cuts between Fire team Osiris and Blue Team, who under Master Chief`s command, is on its own mission to track down a rogue, power-hungry Cortana.

HALO

EXTRA

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Halo Franchise Special

Halo Wars 2 (2559)

Set between Halo 5 and Halo Infinite, Halo Wars 2 introduces the Brute warlord Atriox, the leader of the Banished and a major antagonist in Halo Infinite.

Halo Wars 2 features the return of Red Team and the Spirit of Fire from the first Halo Wars. The team is awakened after 28 years of cryo sleep and arrives at the Ark, where they encounter Atriox and the Banished. Despite poor odds, Red Team sees itself as the shield between the Banished and humanity, and so they fight. The unresolved UNSC-Banished conflict continues in Halo Infinite.

EXTRA

GAME

HALO

Halo Infinite (2560)

The series most recent game by chronology and release date is Halo Infinite. It brings the focus back to Master Chief and introduces players to the series first open world on Zeta Halo (Installation 07).

Infinite brings the Banished from Halo Wars 2 into the mainline series while introducing another threat in the Endless, an ancient race of beings until now imprisoned by the Forerunners. The Endless are represented in the Infinite campaign by a new character named the Harbinger.

Halo Franchise Special